

featured projects

Jaco Media

Desktop Multimedia & Culling App | Solo Product Designer & Builder

- Cut multi-app file-culling workflows by 60% by designing an integrated quick-action dock for trimming, moving, and deleting RAW, HEIC, and WebP files in one interface.
- Shipped a fully functional cross-platform desktop media manager in Electron/Tailwind CSS, engineering the file-culling logic and custom UI components solo using Claude Code.

PackMe

Mobile Travel Packing App | Solo UI/UX Designer

- Eliminated checklist skimming and decision paralysis by re-engineering the standard travel checklist into a single-item card-swipe interaction model that forces one active decision at a time.
- Delivered a complete design system from concept to high-fidelity prototype by defining end-to-end user flows, wireframes, and modular Figma components.
- Increased task-completion clarity by prototyping dynamic card-deck sorting algorithms and deferred-item state logic that enforced action-oriented decisions over passive list review.

Skullcat's Omen

Accessibility & Gamified Productivity App | Solo Product Designer & Builder

- Identified visual accessibility trade-offs and key performance bottlenecks by running usability tests with 10 participants and analyzing their quantitative feedback.
- Delivered 5+ custom visual assets including illustrations, icons, and UI graphics, using Procreate and Figma, giving the app a cohesive, hand-crafted visual identity distinct from generic UI kits.
- Deepened user engagement by designing multi-sensory micro-interactions including dynamic canvas overlays, audio feedback, and passive animation cycles.

work experience

BIM Assistant at OSU FITS

Columbus, OH | May 2025 - May 2026

- Maintained high-accuracy visual spatial models across 37,600+ sq. ft. of complex environments by surveying and modeling spaces using industry-standard 3D modeling systems.
- Accelerated spatial layout evaluation by producing high-fidelity environmental scenes and rendering visualizations in Twinmotion for stakeholder review.

Digital Illustration, Freelance

Remote | March 2022 - April 2025

- Managed end-to-end digital design deliverables for remote clients, establishing project scope, visual identity assets, and rapid iteration loops.
- Cut revision cycles by 50% by translating client briefs into cohesive visual assets that hit brief requirements on the first pass.

education

Baseline Design Bootcamp

Remote | May 2026 - June 2026

- Completed coursework covering UI/UX design, design systems, and interactive prototyping

Ohio State University - B.S. in Architecture

Columbus, OH | August 2022 - May 2026

- Dean's List, 6 semesters consecutively

software & skills

Software

Figma
Adobe Creative Cloud
Procreate
Affinity

Prototyping & AI

Claude Code (AI-Assisted App Development)
Interactive Prototyping
Design Systems

Languages

English
Mandarin